

AMENDMENTS TO THE CLAIMS:

Please replace the claims with the claims provided in the listing below wherein status, amendments, additions and cancellations are indicated.

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1. (Currently Amended) A game procedure control method ~~which with~~ permitting at least two game players ~~[[can]]~~ to engage in competition, using at least two terminal apparatuses having monitors connected to a server through a network, comprising the steps of:

storing data relating to ~~[[an]]~~ original ~~character~~ characters, each trained independently by each of said at least two game ~~player~~ players, in a prescribed memory area in said server, wherein said data includes physical characteristic data based on age;

reading out said data relating to the original ~~character~~ characters of each of said at least two game ~~player~~ players from ~~stored in~~ said memory area as character data to be used when a game program is executed;

transmitting control data input by ~~[[each]]~~ at least first and second game players of said at least two game ~~player~~ players, for causing ~~his or her own~~ corresponding ones of said original ~~character~~ characters to move on the monitor screen of each of the terminal apparatuses apparatus, to a terminal apparatus of a

competing game player of said first and second game players that is a competing opponent via said server; and

~~causing the original character of said opponent to move, in correspondence with control data, on the monitor screen of each of the terminal apparatus, using control data transmitted from said server~~

moving said corresponding ones of said original characters on each of the monitors of said first and second game players in accordance with said control data input by corresponding ones of said first and second game players; and

monitoring passage of time on said server and changing said physical characteristic data relating to ages of said original characters based on said passage of time irrespective of whether or not the game players participate in games during a period of said monitoring.

2. (Original) The game procedure control method according to claim 1, wherein said game program is stored in said server, and downloaded to terminal apparatuses of said game players and executed.

3. (Original) The game procedure control method according to claim 1, wherein said game program is recorded in a memory medium, and installed in terminal apparatuses of said game players and executed.

4. (Currently Amended) The game procedure control method according to claim 1, wherein said original characters trained independently by said game players are ranked according to levels based on said physical characteristic data thereof, and competition ~~with another game player~~ between said first and second game players is made possible only when said original characters of said first and second game players have attained a certain rank or above.

5. (Currently Amended) The game procedure control method according to claim ~~[[4]]~~ 1, wherein said original characters trained independently by said game players are ranked according to levels based on said physical characteristic data thereof, and wherein competition between said first and second game players is made possible only ~~with a game player having an original character ranked within a prescribed range, according to ranks of original characters trained independently by said game players~~ when said original characters of said first and second game players are ranked within a prescribed range of one another.

6. (Currently Amended) The game procedure control method according to claim 1, wherein each ~~game player~~ of said first and second game players trains a plurality of original characters, and teams made up of these pluralities of original characters ~~are caused to~~ compete with each other.

7. (Currently Amended) The game procedure control method according to claim 1, wherein a team is made up of a plurality of original characters trained by ~~pluralities~~ a corresponding plurality of said at least two game players, and ~~teams made up in same way are caused to compete~~ said team competes with another team.

8. (Currently Amended) The game procedure control method according to claim 1, wherein said server is provided with a message board page capable of being accessed at will by said at least two game players, so that said at least two game players are able to at least record, in said message board page, either ~~their wish a~~ request to compete in a game or consent to compete.


9. (Currently Amended) The game procedure control method according to claim 1, wherein the same screen is displayed on monitor screens of said terminal apparatuses of said first and second game players.

10. (Currently Amended) The game procedure control method according to claim 1, wherein game images from a camera perspective established in correspondence with the original character of each of said first and second game ~~player~~ players are displayed on the monitor screen of the terminal apparatus of each of said first and second game ~~player~~ players.

11. (Canceled)

12. (Canceled)

13. (Currently Amended) A game system comprising:



a server for storing data relating to original characters trained independently by game players, said data ~~being character~~ including physical characteristic data used for a game program which enables competition between at least ~~two~~ first and second game players of said game players; and

a plurality of terminal apparatuses, each of which is capable of being connected to said server through a network, comprises a control unit manipulated by said game ~~player~~ players, and is capable both of storing data relating to said original character of a corresponding one of said game players in said server, said data including physical characteristic data based on age, and of reading out said data relating to said original character of said corresponding one of said game players when said game program is executed; and

said serving including a monitoring device for monitoring passage of time and changing said physical characteristic data relating to ages of said original characters based on said passage of time irrespective of whether or not the game players participate in games during a period of said monitoring.

14. (Currently Amended) The game system according to claim 13, wherein said game program is stored in said server, and downloaded to the terminal apparatuses of said game players and executed.

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15. (Currently Amended) The game system according to claim 13, wherein said game program is recorded in a memory medium, and installed in the terminal apparatuses of said game players to be executed thereby.

16. (Canceled)

17. (Canceled)

18. (New) The game procedure control method according to claim 1, wherein said physical characteristic data includes a physical strength or an athletic ability of the original characters.

19. (New) The game procedure control method according to claim 18, wherein said physical strength and the athletic ability increase as ages of the original characters increase when the original characters are younger than a peak age and the physical strength and the athletic ability decrease as the ages of the original characters increase past said peak age.

20. (New) The game system according to claim 13, wherein said physical characteristic data includes a physical strength or an athletic ability of the original characters.

21. (New) The game system according to claim 20, wherein said monitoring device increases said physical strength and the athletic ability as ages of the original characters increase when the original characters are younger than a peak age, and said monitoring device decreases the physical strength and the athletic ability as the ages of the original characters increase past said peak age.
